This thesis introduces design and implementation of scripting language especially focused on visualization of phenomena related to linear programming. We describe a construction of an interpreter and a theory around it. Further we specify what the linear programming is and we show the simplex method. Regarding requierements of manipulation and visualization in vector space of dimension greater than three, there could not be used standard methods, e.g., from computer graphic. That is why there is also a description of modified algorithms used in this cases. Namely projection, transformation and drawing of n-dimensional polyhedron. This thesis also contains examples of scripts showing possibilities of the language and its interpreter.